PRONOUN PYRAMID

Students learn to choose the correct pronoun form in sentences.

Read the introductory text on pronouns.

A pyramid is displayed, with six chambers. One or two sentences are presented. A flashing pyramid icon somewhere in the sentence indicates a missing pronoun. One of the chambers in the pyramid is highlighted. Press the space bar to move the highlight from chamber to chamber. Press O to open a chamber and see the pronoun inside it. When you find a pronoun that correctly completes the sentence, press Return to choose the pronoun. (More than one of the choices may be correct.) If your response is incorrect, you will be shown a correct answer. For each correct response, you receive a point. The round continues until you have accumulated ten points. Your score for the round is reported, and you are asked if you want to play another round. Press Y for yes or N for no.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with a ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks as long as the product is in production. If any program fails to load or run, simply return it to us for a free replacement.

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Troll Associates

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JOHN HUSTIS ELEMENTARY SCHOOL
HUSTISFORD, WISCONSIN
Disk
410
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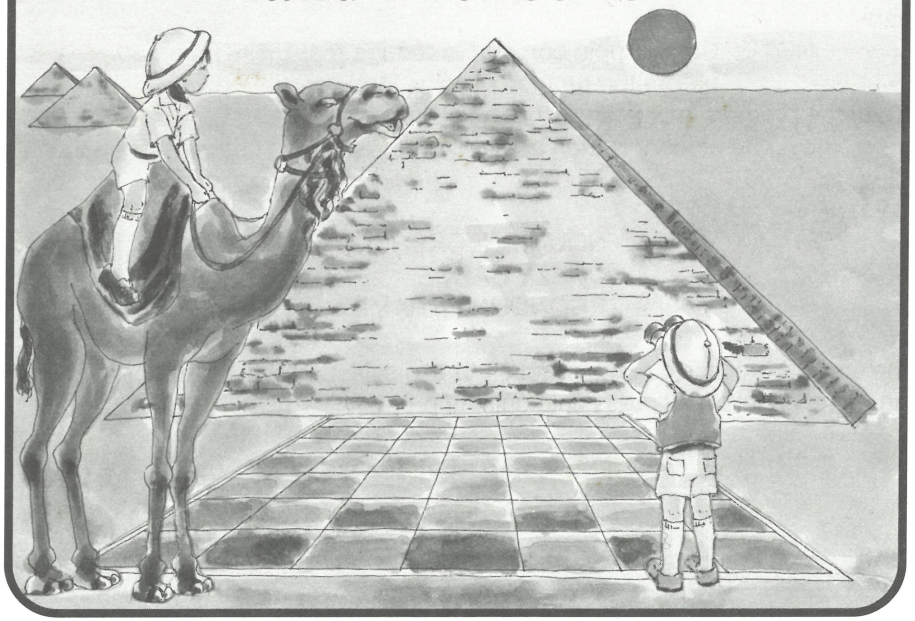
Troll MICRO

COURSEWARE USER'S GUIDE

PARTS OF SPEECH

Fun with Nouns and Pronouns



Troll Micro-Software

PARTS OF SPEECH
Fun with Nouns and Pronouns
Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, II (with Applesoft and at least 48K of RAM), or Macintosh LC (with Apple IIe Card).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

PARTS OF SPEECH: Fun with Nouns and Pronouns is an interactive program designed to help teach the characteristics and usage of nouns and pronouns.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title and the credits. The student is then asked whether sound is desired. Then the menu appears.

1. NOUN CHECKERS
2. CRAZY CARDS
3. PRONOUN PYRAMID

The student presses a number from 1 to 3 to select an activity, which will load and run. The student may press Q to quit the program.

Special Keys

	H	**Display Help screen**
CONTROL	X	**Return to Menu**
CONTROL	O	**Turn sound On or Off**

The Activities

NOUN CHECKERS

Students learn to match common and proper nouns.

Read the introductory text on common and proper nouns, then select a one- or two-player game. Press 1 for a one-player game or 2 for a two-player game. (In a one-player game, you will play against the computer.) After each player enters his or her name, the first player chooses a color by pressing 1 for blue or 2 for red. (On a monochrome monitor, the checkers can be distinguished by the black square on the red checker.) The players take turns, with blue playing first. For each turn, a category is displayed (person, place, or thing), and a common noun appears. Several proper nouns appear successively on a 'spinner' in the upper right. Press Return when the proper noun displayed matches the common noun. If your response is correct, you take a turn at the checker game. One of the checkers you may legally move is highlighted. Pressing the space bar highlights other checkers you may move, unless there is only one choice. Press Return to choose a checker. One of the squares you may legally move to is highlighted. Pressing the space bar highlights other squares you may move to, unless there is only one choice. You may press Return to choose a move, or press Escape to choose another checker, if there is another legal choice. The game proceeds until one player or the other wins the checker game. The number of questions answered correctly out of the total number of questions asked is reported for each player. You are asked if you want to play again. Press Y for yes or N for no.

CRAZY CARDS

Students learn to form the plurals and possessives of nouns.

First, select a one- or two-player game. Press 1 for a one-player game or 2 for a two-player game. Each player enters his or her name. Select plurals, possessives, or both. Press 1 for plurals, 2 for possessives, or 3 for both. If you selected 2 or 3, you are asked to select singular possessives, plural possessives, or both. Press 1 for singular possessives, 2 for plural possessives, or 3 for both.

Read the introductory text on plurals and/or possessives.

In a two-player game, players take turns. A player's name is highlighted to indicate which player's turn it is. Either a single noun or a phrase with a noun highlighted is displayed. You are instructed to retype the noun in another form (for example, the possessive form). Type in the indicated form of the noun. You may use Delete or the left arrow key to back up and change your response. Press Return when you are finished. If your first response is incorrect, the relevant rule is displayed, and you may try again. If your second response is incorrect, the correct answer is displayed. You get 10 points for answering correctly on the first try, or 5 points for answering correctly on the second try. There are 10 questions in each round, so a perfect score for a round is 100. After each round, you are asked if you want to play another round. Press Y for yes or N for no. In a one-player game, you play against your score from the previous round.